

OGRE

Ogres are the quintessential thugs—rustic, slovenly, vicious, greedy morons who are unskilled to say the least, yet strong enough to pose a threat. These ugly, tall, burly grey-, yellow- or pink-skinned humanoids have mouths lined with fangs, including two especially long fangs on both the upper and lower jaws. Ogres are cyclopes, with one big eye above the nose. Each male has up to nine twisted horns jutting from its bald head (or none), but females have no horns, yet have thick, coarse hair. They can be found in every climate, from cold to warm, and every terrain, from coasts to mountains—but prefer hills and woodlands, so they can more easily hide their cave-lairs, where they dwell in small clans (6–15 individuals) or gather into larger tribes. Ogres are omnivores and can eat nearly anything, but particularly enjoy mortal flesh. They lurk near mortal civilizations or roads, so they can quickly find people upon whom to prey or with whom to bargain, for they will hire themselves out as mercenaries, and some will trade for items they cannot make for themselves. Despite being pathetic artisans who can only make crude gear, or decent armaments at best, they are still excellent survivalists.

- Crusher ogres wear poor armor, bear poor shields and carry poor weapons that are the same size category as equivalent mortal weapons, wielding them as effectively as mortal assaulters (–2 d-steps)—featured specimen: pad armor, no shield, single great held weapon, single light hurled (missile) weapon.
- Jinxer ogres wear poor armor, bear inferior shields and carry poor weapons that are one size category above equivalent mortal weapons, wielding them as effectively as mortal druids (–1 d-step)—featured specimen: pad armor, light shield, single heavy held weapon.
- Battler ogres wear poor armor, bear poor shields and carry poor weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (± 0 d-steps); they also increase thrown heaved and hurled (missile) weapon ranges (base short +5 squares)—featured specimen: leather armor, no shield, single great held weapon, single light hurled (missile) weapon.
- Curser ogres wear poor armor, bear inferior shields and carry inferior weapons that are two size categories above equivalent mortal weapons, wielding them as effectively as mortal druids (+1 d-step); they also increase thrown heaved and hurled (missile) weapon ranges (base short +5 squares)—featured specimen: leather armor, light shield, single heavy held weapon.
- Leader ogres wear inferior armor, bear inferior shields and carry inferior weapons that are three size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+2 d-steps); they also increase thrown heaved and hurled (missile) weapon ranges (base short +10 squares)—featured specimen: stud armor, no shield, single great held weapon, single medium heaved weapon.
- Hexer ogres wear inferior armor, bear inferior shields and carry common weapons that are three size categories above equivalent mortal weapons, wielding them as effectively as mortal druids (+3 d-steps); they also increase thrown heaved and hurled (missile) weapon ranges (base short +10 squares)—featured specimen: stud armor, medium shield, single heavy held weapon.
- Ruler ogres wear common armor, bear inferior shields and carry common weapons that are four size categories above equivalent mortal weapons, wielding them as effectively as mortal assaulters (+4 d-steps); they also increase thrown heaved and hurled (missile) weapon ranges (base short +15 squares)—featured specimen: ring armor, no shield, single great held weapon, single heavy heaved weapon.

OGRE TRAITS	
Class: giant	
Origin: Midgard	
Sapience: moral-agent	
Lifeviews: <i>lashful-wicked-leeward, laxful-wicked-leeward, lashful-detached-leeward, lawful-wicked-leeward</i>	
Vessel: corporeal (zoetic-organic)	
Tier/Shape Range: Dawning—1×1×1 to Mastering—3×2×4	
Role: warrior [squasher, battler, leader, ruler] or magician [jinxer, curser, hexer]	
Creature Knowledge:	
• <i>General:</i> <i>nighlore</i> (sta) DR 11	
• <i>Specific:</i> <i>farlore</i> (sta) DR 19	
Roottrait Points: 5+[2×(tier–1)]	
Attack Roottraits:	
• <i>Physical Strikes/Harm:</i> Lth/Brw	
• <i>Magical Strikes/Harm:</i> Wis/Glt	
Augmentations/Lifeskills: Nml +3, Ftl +5, hasten +4; physical harm +9; <i>chip</i> ± 0 (train: sta); <i>clout</i> ± 0 (train: sta); <i>deepfare</i> +2 (train: imp); <i>dive</i> ± 0 (train: sta); <i>farlore</i> ± 0 (train: sta); <i>heed</i> ± 0 (train: sta); <i>herd</i> ± 0 (train: sta); <i>hew</i> ± 0 (train: sta); <i>landfare</i> +3 (train: imp); <i>look</i> +3	

(train: sta); <i>lurk</i> ± 0 (train: sta); <i>mingle</i> ± 0 (train: sta); <i>nighlore</i> ± 0 (train: sta); <i>seafare</i> ± 0 (train: sta); <i>search</i> ± 0 (train: sta); <i>taw</i> ± 0 (train: sta); <i>toil</i> +4 (train: imp); <i>tumble</i> ± 0 (train: sta); <i>weave</i> ± 0 (train: sta)
Carcass Harvest:
• Food: [(3d6)×cubes] meals; <i>cook</i> (sta) DR 17
• Water: [(1d4)×cubes] meals; <i>mash</i> (sta) DR 23
• Bones, Horns: [(1d4)×cubes] silvers; <i>hew</i> (sta) DR 14
• Hides: [(3d6)×cubes] coppers; <i>taw</i> (sta) DR 15
Lair Treasure:
• Mundane: sparse
• Magical: sparse

ALPENGARD | MONSTER STATISTICS

CRUSHER OGRE
Tier: Dawning
Lifeview: <i>lashful-wicked-leeward</i>
Languages: Common, Giant, Faerie
Shape: 1×1×1
Size Modifier: ±0
Mass Modifier: ±0
Speed: walk 4
Roottraits: Brw 5; Lth 0; Smt 0; Wis 0; Glt 0
Hasten: 4
Defenses: Nml 14; Ftl 26; Mfl 10
Grit: 8+1d12 [15]
Pneuma: 2
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 1 (armor +2), <i>whelm</i> 4, <i>rasp</i> 1; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>confused, deranged; renitent (avail:1) imbalanced, prostrated</i>
Lifeskills: <i>chip</i> ±0 (sta); <i>clout</i> ±0 (sta); <i>deepfare</i> +4 (imp); <i>dive</i> +5 (sta; armor -3); <i>farlore</i> ±0 (sta); <i>heed</i> ±0 (sta); <i>herd</i> +5 (sta); <i>hew</i> +2 (sta); <i>landfare</i> +5 (imp); <i>look</i> +3 (sta); <i>lurk</i> ±0 (sta; armor -3); <i>mingle</i> ±0 (sta); <i>nighlore</i> ±0 (sta); <i>seafare</i> +2 (sta); <i>search</i> ±0 (sta); <i>taw</i> +2 (sta); <i>toil</i> +9 (imp; armor -3); <i>tumble</i> ±0 (sta; armor -3); <i>weave</i> ±0 (sta)
ATTACKS AND POWERS
2 Fists — 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike ±0; <i>wreck (beat)</i> harm 1d2+7 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
1 Hugeclub (Aggressive Stance) — 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike ±0; <i>wreck (beat)</i> harm 1d12+14 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
1 Rock (Elusive Stance) — 1 strike; assail Nml [utilization; 0 pneuma]: targeted barrage 5/10/15; strike ±0; <i>wreck (beat)</i> harm 1d4+14 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4)
Monster and Mortal Powers: <i>chargecrush; goonsmite; grappling</i> — standard; <i>inferior defense</i> (Mfl); <i>speedburst</i> (+3)
Ascension-Point Value: 16

JINXER OGRE
Tier: Beginning
Lifeview: <i>lashful-wicked-leeward</i>
Languages: Common, Giant, Faerie
Shape: 1×1×2
Size Modifier: ±0
Mass Modifier: +1
Speed: walk 5
Roottraits: Brw 5; Lth 0; Smt 0; Wis 1; Glt 1
Hasten: 5
Defenses: Nml 16; Ftl 27; Mfl 12
Grit: 12+2d12 [25]
Pneuma: 5
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 1 (armor/shield +4), <i>whelm</i> 5, <i>rasp</i> 2; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>confused, deranged; renitent (avail:1) imbalanced, prostrated</i>
Lifeskills: <i>chip</i> ±0 (sta); <i>clout</i> +1 (sta); <i>deepfare</i> +3 (imp); <i>dive</i> +5 (sta; armor/shield -5); <i>farlore</i> +1 (sta); <i>heed</i> +1 (sta); <i>herd</i> +5 (sta); <i>hew</i> +2 (sta); <i>landfare</i> +4 (imp); <i>look</i> +4 (sta); <i>lurk</i> ±0 (sta; armor/shield -5); <i>mingle</i> +1 (sta); <i>nighlore</i> ±0 (sta); <i>seafare</i> +3 (sta); <i>search</i> ±0 (sta); <i>taw</i> +3 (sta); <i>toil</i> +9 (imp; armor/shield -5); <i>tumble</i> ±0 (sta; armor/shield -5); <i>weave</i> +1 (sta)
ATTACKS AND POWERS
2 Fists — 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike ±0; <i>wreck (beat)</i> harm 1d2+8 (mainhand) or 1d2+7 (offhand) Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
1 Staff (Transitive Stance) — 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike ±0; <i>wreck (beat)</i> harm 1d4+15 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
Arcane Gleamsmite — 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 2; strike +1; <i>gleam</i> harm 1d10+1
Arcane Snowray — 1 strike; assail Nml [utilization; 0 pneuma]: targeted barrage 40; strike +1; <i>frost</i> harm 1d8+1
Arcane Shadowsphere — 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area barrage 30; strike +1; <i>gloom</i> harm 1d6+1
Monster and Mortal Powers: <i>baleful jinx; chargecrush; goonsmite; grappling</i> — standard; <i>inferior defense</i> (Mfl); <i>speedburst</i> (+3); <i>arcane omen; arcane radiance; arcane shadow; arcane sigil; magic channeling; magic countering; magic deciphering; magic sensing</i> ;
Ascension-Point Value: 19

ALPENGARD | MONSTER STATISTICS

BATTLER OGRE
Tier: Raising
Liferview: <i>lashful-wicked-leeward</i>
Languages: Common, Giant, Faerie
Shape: 1×1×2
Size Modifier: ±0
Mass Modifier: +1
Speed: walk 5
Roottraits: Brw 9; Lth 0; Smt 0; Wis 0; Glt 0
Hasten: 4
Defenses: Nml 16; Ftl 36; Mfl 10
Grit: 37+3d12 [56]
Pneuma: 6
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 2 (armor +4), <i>whelm</i> 6 (armor +1), <i>rasp</i> 3; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>confused, deranged; renitent (avail:1) imbalanced, prostrated</i>
Lifeskills: <i>chip</i> ±0 (sta); <i>clout</i> ±0 (sta); <i>deepfare</i> +7 (imp); <i>dive</i> +9 (sta; armor -4); <i>farlore</i> ±0 (sta); <i>heed</i> ±0 (sta); <i>herd</i> +9 (sta); <i>hew</i> +4 (sta); <i>landfare</i> +8 (imp); <i>look</i> +3 (sta); <i>lurk</i> ±0 (sta; armor -4); <i>mingle</i> ±0 (sta); <i>nighlore</i> ±0 (sta); <i>seafare</i> +4 (sta); <i>search</i> ±0 (sta); <i>taw</i> +4 (sta); <i>toil</i> +14 (imp; armor -4); <i>tumble</i> ±0 (sta; armor -4); <i>weave</i> ±0 (sta)
ATTACKS AND POWERS
2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike ±0; <i>wreck (beat)</i> harm 1d4+10 (mainhand) or 1d4+9 (offhand) Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
1 Mattock (Aggressive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike ±0; <i>wreck (stab)</i> harm 2d8+19 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d6) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
1 Rock (Elusive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted barrage 10/20/30; strike ±0; <i>wreck (beat)</i> harm 1d8+19 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6)
Monster and Mortal Powers: <i>inferior defense</i> (Mfl); <i>grappling</i> – standard; <i>chargecrush</i> ; <i>goonsmite</i> ; <i>speedburst</i> (+3)
Ascension-Point Value: 24

CURSER OGRE
Tier: Surging
Liferview: <i>laxful-wicked-leeward</i>
Languages: Common, Giant, Faerie
Shape: 2×1×2
Size Modifier: -1
Mass Modifier: +2
Speed: walk 6
Roottraits: Brw 7; Lth 0; Smt 0; Wis 2; Glt 2
Hasten: 6
Defenses: Nml 19; Ftl 33; Mfl 14
Grit: 57+4d12 [83]
Pneuma: 10
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, chaos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 2 (armor/shield +6), <i>whelm</i> 7 (armor +1), <i>rasp</i> 4; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>confused, deranged; renitent (avail:1) imbalanced, prostrated</i>
Lifeskills: <i>chip</i> ±0 (sta); <i>clout</i> +2 (sta); <i>deepfare</i> +8 (imp); <i>dive</i> +7 (sta; armor/shield -6); <i>farlore</i> +2 (sta); <i>heed</i> +3 (sta); <i>herd</i> +8 (sta); <i>hew</i> +3 (sta); <i>landfare</i> +9 (imp); <i>look</i> +6 (sta); <i>lurk</i> +1 (sta; armor/shield -6); <i>mingle</i> +2 (sta); <i>nighlore</i> +1 (sta); <i>seafare</i> +5 (sta); <i>search</i> +1 (sta); <i>taw</i> +5 (sta); <i>toil</i> +13 (imp; armor/shield -6); <i>tumble</i> ±0 (sta; armor/shield -6); <i>weave</i> +2 (sta)
ATTACKS AND POWERS
2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike ±0; <i>wreck (beat)</i> harm 1d6+9 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
1 Staff (Transitive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike ±0; <i>wreck (beat)</i> harm 1d8+18 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
Arcane Acidsmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 2; strike +2; <i>rasp</i> harm 1d10+2
Arcane Radianceray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted barrage 40; strike +2; <i>shock</i> harm 1d8+2
Arcane Shadowspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted barrage 30; strike +2; <i>wreck (stab)</i> harm 1d6+1 plus <i>gloom</i> harm 1d6 Option [adjuvant; 2 pneuma]: <i>combine</i>
Arcane Thundersphere – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area barrage 30; strike +2; <i>shake</i> harm 1d6+1
Arcane Firewall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area barrage 20; strike +2; <i>flare</i> harm 1d4+1 – <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Monster and Mortal Powers: <i>arcane omen</i> ; <i>arcane radiance</i> ; <i>arcane shadow</i> ; <i>arcane sigil</i> ; <i>baleful curse</i> ; <i>baleful jinx</i> ; <i>chargecrush</i> ; <i>goonsmite</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>magic channeling</i> ; <i>magic countering</i> ; <i>magic deciphering</i> ; <i>magic sensing</i> ; <i>speedburst</i> (+4)
Ascension-Point Value: 30

ALPENGARD | MONSTER STATISTICS

LEADER OGRE
Tier: Honing
Liferview: <i>lashful-wicked-leeward</i>
Languages: Common, Giant, Faerie
Shape: 2×2×2
Size Modifier: -2
Mass Modifier: +4
Speed: walk 7 (armor -1)
Roottraits: Brw 10; Lth 1; Smt 0; Wis 0; Glt 2
Hasten: 4
Defenses: Nml 18; Ftl 40; Mfl 12
Grit: 89+5d12 [122]
Pneuma: 12
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 3 (armor +7), <i>whelm</i> 8 (armor +1), <i>rasp</i> 5; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>confused, deranged; renitent (avail:1) imbalanced, prostrated</i>
Lifeskills: <i>chip</i> ±0 (sta); <i>clout</i> +2 (sta); <i>deepfare</i> +8 (imp); <i>dive</i> +10 (sta; armor -4); <i>farlore</i> +2 (sta); <i>heed</i> +1 (sta); <i>herd</i> +10 (sta); <i>hew</i> +5 (sta); <i>landfare</i> +9 (imp); <i>look</i> +4 (sta); <i>lurk</i> +1 (sta; armor -4); <i>mingle</i> +2 (sta); <i>nighlore</i> ±0 (sta); <i>seafare</i> +7 (sta); <i>search</i> ±0 (sta); <i>taw</i> +5 (sta); <i>toil</i> +15 (imp; armor -4); <i>tumble</i> +1 (sta; armor -4); <i>weave</i> ±0 (sta)
ATTACKS AND POWERS
2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike +1; <i>wreck (beat)</i> harm 1d8+12 (mainhand) or 1d8+11 (offhand) Option [adjutant; 1 pneuma]: <i>squash</i> (1d8) Option [adjutant; 0 pneuma]: <i>knockdown</i>
1 Havocaxe (Aggressive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 3; strike +1; <i>wreck (chop)</i> harm 2d10+23 Option [adjutant; 1 pneuma]: <i>hack</i> (1d8) Option [adjutant; 0 pneuma]: <i>knockdown</i>
1 Javelin (Defensive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 2 or barrage 20/40/60; strike +1; <i>wreck (stab)</i> harm 1d8+1d6+23 Option [adjutant; 1 pneuma]: <i>gore</i> (1d8)
Monster and Mortal Powers: <i>chargecrush; goonsmite; grappling – improved; inferior defense (Mfl); speedburst (+4)</i>
Ascension-Point Value: 41

HEXER OGRE
Tier: Helming
Liferview: <i>lawful-wicked-leeward</i>
Languages: Common, Giant, Faerie
Shape: 2×2×3
Size Modifier: -3
Mass Modifier: +6
Speed: walk 8 (armor/shield -2)
Roottraits: Brw 8; Lth 0; Smt 0; Wis 4; Glt 3
Hasten: 8
Defenses: Nml 20 (shield -1); Ftl 37; Mfl 17
Grit: 122+6d12 [161]
Pneuma: 15
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, chaos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 3 (armor/shield +10), <i>whelm</i> 9 (armor/shield +2), <i>rasp</i> 6; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>confused, deranged; renitent (avail:1) imbalanced, prostrated</i>
Lifeskills: <i>chip</i> ±0 (sta); <i>clout</i> +3 (sta); <i>deepfare</i> +11 (imp); <i>dive</i> +8 (sta; armor/shield -7); <i>farlore</i> +3 (sta); <i>heed</i> +5 (sta); <i>herd</i> +9 (sta); <i>hew</i> +4 (sta); <i>landfare</i> +12 (imp); <i>look</i> +8 (sta); <i>lurk</i> +2 (sta; armor/shield -7); <i>mingle</i> +3 (sta); <i>nighlore</i> +2 (sta); <i>seafare</i> +7 (sta); <i>search</i> +2 (sta); <i>taw</i> +8 (sta); <i>toil</i> +13 (imp; armor/shield -7); <i>tumble</i> ±0 (sta; armor/shield -7); <i>weave</i> +4 (sta)
ATTACKS AND POWERS
2 Fists – 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike ±0; <i>wreck (beat)</i> harm 1d8+12 (mainhand) or 1d8+11 (offhand) Option [adjutant; 1 pneuma]: <i>squash</i> (1d8) Option [adjutant; 0 pneuma]: <i>knockdown</i>
1 Staff (Transitive Stance) – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 3; strike ±0; <i>wreck (beat)</i> harm 1d12+23 Option [adjutant; 1 pneuma]: <i>squash</i> (1d8) Option [adjutant; 0 pneuma]: <i>knockdown</i>
Arcane Thundersmite – 1 zone 1×1×1; assail Ftl [utilization; 0 pneuma]: blast area melee 2; strike +4; <i>shake</i> harm 1d10+3
Arcane Fireray – 1 strike; assail Nml [utilization; 0 pneuma]: targeted barrage 40; strike +4; <i>inceration</i> harm 1d8+2
Arcane Snowspears – 4 strikes; assail Nml [utilization; 1 pneuma]: targeted barrage 30; strike +4; <i>wreck (stab)</i> harm 1d6+1 plus <i>frost</i> harm 1d6 Option [adjutant; 2 pneuma]: <i>combine</i>
Arcane Radiancesphere – 1 zone 6×6×6; assail Ftl [utilization; 1 pneuma]: blast area barrage 30; strike +4; <i>shock</i> harm 1d6+1
Arcane Gleamwall – 12 zones 1×1×1; assail Ftl [utilization; 3 pneuma]: wall area barrage 20; strike +4; <i>gleam</i> harm 1d4+2 – <i>persist</i> (5 rounds); moderately obscure visibility; increase terrain difficulty 1 grade
Arcane Thunderwisp – 1 strike; assail Nml [utilization; 3 pneuma]: targeted barrage 10; strike +4; <i>shake</i> harm 1d4 – <i>persist</i> (10 rounds; range 10)
Monster and Mortal Powers: <i>arcane omen; arcane radiance; arcane shadow; arcane sigil; baleful curse; baleful hex (debilitation, misfortune, rage); baleful jinx; chargecrush; goonsmite; grappling – standard; inferior defense (Mfl); magic channeling; magic countering; magic deciphering; magic sensing; speedburst (+4)</i>
Ascension-Point Value: 55

RULER OGRE
Tier: Quelling Lifeview: <i>lashful-wicked-leeward</i> Languages: Common, Giant, Faerie, Weird, Dragon
Shape: 3×2×3 Size Modifier: -4 Mass Modifier: +9 Speed: walk 10 (armor -1)
Roottraits: Brw 10; Lth 1; Smt 2; Wis 2; Glt 2 Hasten: 6 Defenses: Nml 19; Ftl 42; Mfl 14 Grit: 166+7d12 [212] Pneuma: 16
Harm Yields: <u>susceptible</u> <i>flare, frost, gleam, gloom, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck</i> 4 (armor +9), <i>whelm</i> 10 (armor +2), <i>rasp</i> 7; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>confused, deranged; renitent (avail:1) imbalanced, prostrated</i>
<i>chip</i> +2 (sta); <i>clout</i> +3 (sta); <i>deepfare</i> +9 (imp); <i>dive</i> +10 (sta; armor -4); <i>farlore</i> +3 (sta); <i>heed</i> +3 (sta); <i>herd</i> +10 (sta); <i>hew</i> +7 (sta); <i>landfare</i> +10 (imp); <i>look</i> +6 (sta); <i>lurk</i> +2 (sta; armor -4); <i>mingle</i> +3 (sta); <i>nighlore</i> +3 (sta); <i>seafare</i> +7 (sta); <i>search</i> +2 (sta); <i>smith</i> +7 (sta); <i>taw</i> +7 (sta); <i>toil</i> +14 (imp; armor -4); <i>tumble</i> +2 (sta; armor -4); <i>weave</i> +2 (sta); <i>writ</i> +2 (sta)
ATTACKS AND POWERS
2 Fists — 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike ±0; <i>wreck (beat)</i> harm 1d10+14 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d10) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
1 Orb (Aggressive Stance) — 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 3; strike ±0; <i>wreck (beat-stab)</i> harm 2d12+28 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d10) or <i>gore</i> (1d10) Option [adjuvant; 0 pneuma]: <i>knockdown</i>
1 Spear (Transitive Stance) — 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 3 or barrage 20/40/60; strike +1; <i>wreck (stab)</i> harm 2d10+28 Option [adjuvant; 1 pneuma]: <i>gore</i> (1d10)
Monster and Mortal Powers: <i>chargecrush; goonsmite; grappling — advanced; inferior defense (Mfl); speedburst (+4)</i>
Ascension-Point Value: 69